Lemmings™

OUT 54   IN 00%   TIME 4-2

OUT 43   IN 00%   TIME

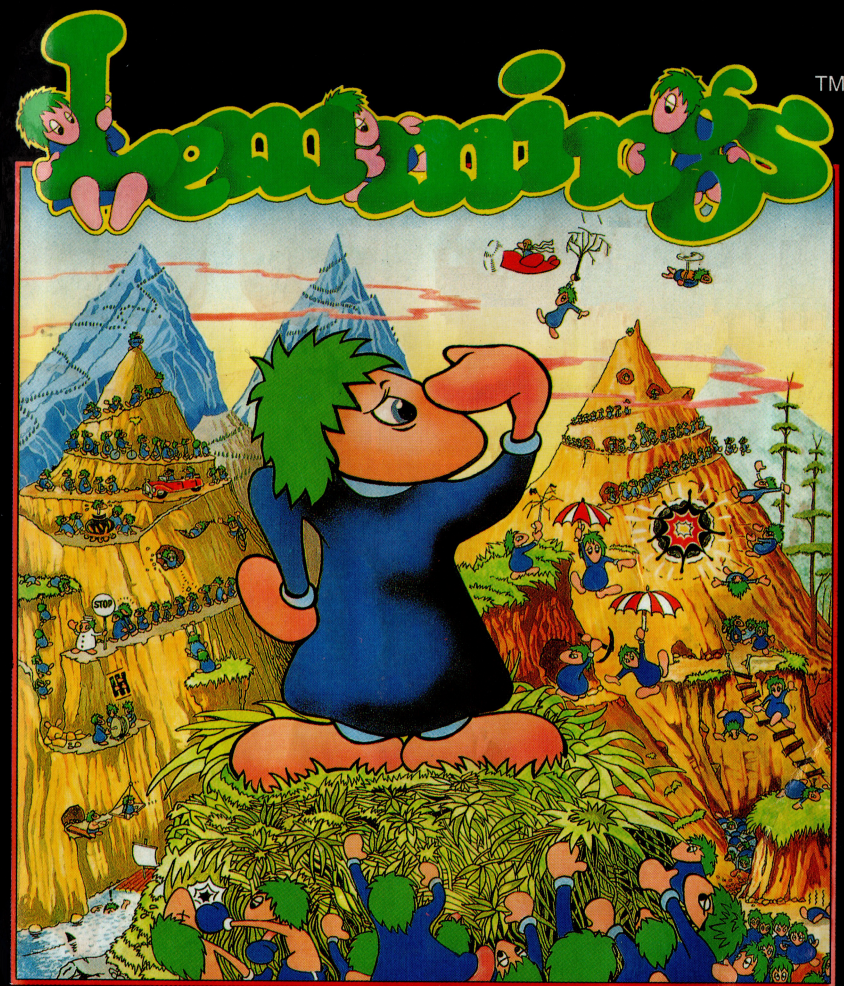OUT 35   IN 00%   TIME 3-1

DMA DESIGN

PSYGNOSIS

PSYGNOSIS

TWPP WK 37/93 0420000007-1

THE Lemmings™ MANUAL

Your guide to

PART ONE

of the sensational trilogy.

Treat yourself to the complete **Lemmings** experience. Solve 100 more adventures in **Oh No! More Lemmings** and go on to meet the Tribes in **Lemmings 2.**

This version of Lemmings™ courtesy of Creative Technologies.

Lemmings™

. . .

OH NO! MORE Lemmings™

. . .

Lemmings 2 TRIBES™

All these titles available at your software retailer NOW!

Introduction:

Lemmings is an intriguing game in which you help hordes of mindless but delightful creatures, known as Lemmings, to escape hostile environments in 120 unique adventures.

Lemmings appear on each level, after being dropped through a trapdoor. As they are creatures of very little brain, they need all the help they can get to survive the dangers that lie ahead.

Lemmings are very cute but not very bright. They will mindlessly walk off of cliffs, into water, hazards and traps or they will mill around, bumping into walls and whatever obstacles they run across. Your job is to assist them by assigning skills and powers that will help them survive each level of the game. As you progress through the levels, the environments that the Lemmings must navigate become increasingly difficult. The number of skills, the amount of time, and the number of Lemmings which you have can vary from level to level. Your goal is always to save as many Lemmings as possible, hopefully enough to advance to the next level!

A quick mind, the ability to think ahead, and dedication to the **Save the Lemmings** Campaign are required to get the right Lemming to perform the right action at the right time. A forgotten blocker, a rogue miner, or a misplaced bridge could spell disaster for every Lemming.

Overview:

We recommend that you take at least a brief look at the manual before you begin. If you're in a hurry, take a look at the Quick Start section to jump right in. Otherwise, please take a look at the Installation instructions.

The Lemmings Saga:

Lemmings:
The original *Lemmings* game consists of 120 levels arranged in four categories of 30 levels each. Arranged from easiest to most challenging, these categories are called **Fun**, **Tricky**, **Taxing** and **Mayhem**. You are now the proud owner of this game package.

Oh No! More Lemmings:
Oh No! More Lemmings again features our little green-haired friends in 100 all-new adventures and scenarios. These levels are arranged in five categories of 20 levels each, titled **Tame**, **Crazy**, **Wild**, **Wicked**, and **Havoc**, again in ascending order of difficulty. Join us again as the little critters bash, block, and blow their way home! See the back of this manual for ordering information.

If you've never played *Lemmings* or *Oh No! More Lemmings* we recommend that you start with the Fun level, and work your way up from there. Of course, if you're feeling adventurous, there's nothing to prevent you from jumping in with both feet and trying one of the more difficult categories...but don't blame us if Lemmings start splatting all over the place!

Before you Begin:

There are two ways you can use this manual (not counting using it as kindling or as note paper). You can jump right into the game, and refer to the manual only when necessary, or you can read the manual over carefully, and only approach the game after you know everything there is to know about Lemmings. Either way is fine, but we recommend that you read at least the Installation instructions and description of the Lemmings Icons before beginning.

PLEASE NOTE: Your product registration card is at the end of this manual.

If you need help, then treat yourself to the OFFICIAL Lemmings Hint Book
☎ USA 1-800-438-7794
☎ UK 051-707 2333

Quick Start Procedure:

For everyone who wants to get right into the game, we have included a Quick Start procedure. This will get you into the game, and start your new friends roaming around your computer screen...but you'll probably need to take a look at the "Lemmings Icons" section before really starting to enjoy the game.

If you run into problems with any of the Quick Start procedures, you may have an unusual configuration warranting special instructions. Please refer to the complete installation and loading instructions for your computer for details.

FOR MS-DOS COMPATIBLES WITH HARD DISKS:

1.   Boot your computer with DOS version 3.0 or higher. If you would like to use a mouse (Yes, yes! Use a mouse!), make sure that your mouse driver is installed.
2.   Insert appropriate disk into floppy drive, and run the install program.
3.   Enter the directory to which you installed the *Lemmings* program, and start the program by typing "**LEMMINGS**".
4.   If prompted, select the default graphics adapter offered.
5.   If prompted for a machine-type, select option 1.
6.   You should now be at the Main Menu. If you are using a mouse, simply click your left mouse button to continue. Otherwise, select F4 to select your control device, and then click your 'fire' button or equivalent to get started!

MS-DOS Installation and Loading Instructions:

Installing and Loading *Lemmings*:

SUPPORTED GRAPHICS AND SOUND BOARDS:

Lemmings supports CGA, Tandy, EGA, and VGA graphics. *Lemmings* also supports Creative Technology's Sound Board Products. *Lemmings* automatically attempts to configure itself for optimum performance on your computer.

MEMORY REQUIREMENTS:

Lemmings requires approximately 490K of free conventional DOS memory to run (580K for full sound and music support.) If you do not have sufficient free memory available, the music may not work, or worse yet (Gasp!), the game will not run at all. You can check the amount of free memory available by using the DOS **CHKDSK** command. (Consult DOS manual for further details.)

CONTROL METHODS:

Lemmings may be played from either the keyboard, joystick or mouse; however, exhaustive Lemming research has shown that a mouse is by far the most convenient control device. If you are using a mouse, please be sure you use a 100% Microsoft™ compatible mouse driver. We have discovered that some third-party manufacturers' mouse drivers are not 100% Microsoft compatible. If you experience problems with your mouse it is often because of an incompatible mouse driver. In these cases, we recommend that you obtain either a Microsoft (Version 7.00 or greater) or a Logitech™ (Version 6.00 or greater) mouse driver. If you do not know how to install or update

your mouse driver, consult your mouse documentation, or your retailer.

HARD DISK USERS:

Boot your computer as usual, using DOS 3.0 or higher. Insert the 3.5" *Lemmings* disk, into the appropriate drive, then select the drive letter from the DOS prompt, and press enter (e.g., type **A:** or **B:**, and press return.)

At the DOS prompt, type **INSTALL** and press Enter on your keyboard.

When the program asks you which graphics adapter you have, answer **VGA**, **EGA**, **Tandy** or **CGA** as appropriate. If you are not sure, type **ALL**.

Let the program know which drive your original *Lemmings* disk is in when it asks (usually, either **A:** or **B:**).

When the program asks where you would like to install *Lemmings*, enter the directory in which you would like *Lemmings* installed. Unless you have a special reason for doing otherwise, type **C:\LEMMINGS**, the default.

Confirm your selection with a **Y**, if prompted, and then sit back and wait while the installation program copies the *Lemmings* program onto your hard drive.

The installation program will leave you in the LEMMINGS subdirectory. At this point, *Lemmings* has been installed on your hard drive. To start *Lemmings*, first make the Lemmings directory current (by typing **CD \LEMMINGS** from your C: prompt), and then type LEMMINGS to start the game. Please see the section titled "Machine-Type Selection Screen" for further instructions.

FLOPPY DISK USERS:

Start your computer with DOS 3.00 or higher. Insert the 3.5" *Lemmings* disk into the appropriate drive, then select the drive letter from the DOS prompt, and press enter

(e.g., type **A:** or **B:**, and press return.)

At this point, type **LEMMINGS** to start the game.

MACHINE-TYPE SELECTION SCREEN:

The first screen you will see after starting *Lemmings* asks you what type of machine you have. For the vast majority of MS-DOS compatible machines, option 1 (PC Compatible or Tandy) will work best. If you have a PS/2, you can try the PS/2 mode for improved performance. If you have a 386DX running at 25 MHz or faster, you can try the High-Performance mode. Please see the troubleshooting section if you experience problems.

COPY PROTECTION:

We regret that market pressures have forced us to copy-protect *Lemmings*. *Lemmings* utilizes a form of copy-protection known as 'keydisk' protection. **Your game disk** is your keydisk. *Lemmings* will require that you insert your keydisk periodically to start the program, otherwise the program will fail with the message "Disk 1 not found." At this point, simply insert your keydisk into either drive A: or B:, and try to start Lemmings up again.

WINDOWS COMPATIBILITY:

We have tested *Lemmings* running in Windows with limited success. *Lemmings* will run usually successfully under Windows 3.0 as a full-screen DOS application. However, Windows 3.1 is incompatible with *Lemmings* on certain computer configurations, preventing the Lemmings skill icons from appearing. In almost all of these cases, exiting Windows before running *Lemmings* will resolve the problem. Under Windows, however, you must select the PC or Compatible option on the Machine-type Selection Screen.

EXPERIENCED DOS USERS:

Lemmings supports various command-line parameters. These are to be used in conjunction with the appropriate executable, either **VGALEMMI.EXE**, **TGALEMMI.EXE** or **CGALEMMI.EXE**.

The command line parameters are as follows:

-v - VGA Mode
-e - EGA Mode
-o - High-Performance PC Mode
-p - PS/2 Mode
-n - Disable Mouse autodetect
-t - Disable Tandy sound autodetect
-a - Disable autodetects for other sound cards
-d - Amstrad PC1640 or PC2086 mode
-m - Monochrome EGA or VGA mode

These parameters may be combined and used together. For instance, typing **VGALEMMI -p -v** will run *Lemmings* on a an IBM PS/2 in VGA.

A Guided Tour:

Start the game as recommended in the installation and loading instructions. From the Main Menu, click on **Let's Go!** or select **One Player** (depending on your computer type). Here comes the first level...it looks tiny! Are your glasses on backwards? No, this is just the Objective screen. This is where you are given a brief overview of what you and your Lemmings will be facing on this level. From the screen, you can see that this is Level 1 of the Fun category, called "Just Dig!" (each level has a name, which sometimes contains a subtle hint.) This level has ten lemmings, but you only need to save 10% (one whole Lemming!). Of course, it's better to save more than the minimum, but as long as you get a Lemming to the exit of this level, you will win your admission to the next level. So, after careful perusal of this incredibly informative screen, press the left mouse button to continue. After a brief pause, you will see the actual game screen.

The trapdoor will open up, and Lemmings will begin dropping out on the screen. Whilst the Lemmings are walking around, let's take this opportunity to explore your interface into the Lemmings world.

Your control device (preferably, your mouse) moves the crosshairs. You'll notice that the crosshairs move as you move your mouse.

The top three-quarters of your screen shows the Lemmings world. Many levels are larger than the width of your screen, so you can scroll the screen by pressing the crosshairs against the left and right edges of the screen. The first screen is actually quite narrow, so scrolling the screen to either side shows just blank space.

By this time, your ten lemmings should be out on the screen already, happily walking back and forth, and bumping into the walls at either end of their little world.

You've already been introduced to the release hatch, the trapdoor through which the Lemmings enter the play screen. Now, look in the lower right-hand-corner of the level, where you'll see an archway with a path and blue skies beyond; this is the exit. The object is to get the lemmings from the trap door to the exit. Sounds simple, right? Not!

Take a look at the bottom quarter of the screen. First, you'll see a row of text. The first section (on the left hand side) is blank, but during play, you will notice different things appearing here, such as "Walker 2". If you move the crosshairs over a lemming, you will notice two things: the pointer turns into a box, and "Walker 1" appears in this text region. This tells you that there is one lemming under the pointer, and that he is currently just walking.

The center part of this text section tells you how many lemmings are currently roaming around on this level, and what percentage have already made it into the exit. The last bit of text tells you how much time remains, in units of minutes and seconds. (Please note: on slower machines, the 'seconds' recorded by this clock may not be exactly accurate to real time.)

Along the bottom of the screen, you'll see a row of little pictures of Lemmings engaged in various activities. These represent the Lemmings skills you have available to you. (Please see the section titled "The Lemmings Icons" for a more complete description of the icons and what they do.) Now, click on the Icon with a digging Lemming on it (It's the one with a '10' above it.). You should see a highlighted box appear around that icon. Then, move your crosshairs up to the main Lemmings screen, and select a Lemming out of the crowd to become your industrious Digger Lemming (i.e. wait until there's a Lemming under the pointer, and then click your mouse button).

You will now see a Lemming flinging dirt upwards with

his tiny little paws, and you will watch him progress gradually downwards until eventually, he breaks through the bottom. At this point, the other Lemmings will fall through the hole he has created, and head out through the exit. (Some Lemmings may fall through and head towards the left, but eventually, they will hit the wall on the left side of the screen, and turn back towards the right.)

Congratulations! You have now solved your first Lemmings level! Enjoy the view as the Lemmings hop into the exit. You have embarked on the journey to become a Lemmings Master.

"Lem Live and Lem Die"
The Care and Feeding of Lemmings

Lemmings, although very endearing, are not the brightest creatures on the planet. However, they are very inventive when it comes to ways to do themselves in. Your job, of course, is to keep them from blundering into oblivion.

SOME OF THE THINGS TO LOOK OUT FOR:

DEATH DIVES: Lemmings will die if they fall from a height greater than about 80 pixels, unless they have an umbrella. This works out to be about 2 inches on most monitors. (You'll get a good feel for the exact distance the Lemmings can fall; usually around the time when you've just about finished a level...and find out that one drop was just a tiny bit too high for the little critters.)

CONSUMING ENERGY: Lemmings will die if they fall into fire, acid or water. Try to avoid this, even though it does makes a neat sound.

TRAPS: Lemmings will die if they run into one of the multitude of traps that exist in the Lemmings universe. You'll get to know these too. Basically, anything that squishes, squashes, splats, electrocutes, fries, stomps, chomps, or otherwise folds, spindles, and mutilates Lemmings is bad for their general well-being. (And sometimes, very bad for your hair and mental health, as well.)

MIASMA: Lemmings will die if they fall off the screen into whatever electronic miasma lies underneath the playing screen.

POP! GOES THE LEMMING: Lemmings will die if you blow them up. They hate it when that happens.

The Main Menu:

Macintosh Lemmings Screen Shown

This is the screen from which all games originate. Be sure to watch the Lemmings for a while, and to read the scroll across the bottom when you have a few spare moments!

From here, you may select one of the following options using the Function Keys:

F1: Select this option to begin playing *Lemmings!* Clicking the fire button or the left mouse button at this menu has the same effect as pressing F1.

F2: Select this button to enter an access password which will permit you to resume from the last level you completed.

F3: This button controls what you hear while the game is playing. It will change from a set of musical notes, to a symbol that says FX to signify sound effects, to a blank card as you press F3. The musical notes symbol signifies that you will hear music and sound effects during the game. The FX symbol means that you will hear improved sound effects, but no music during gameplay. The blank card means that the game will play silently. Please note: The musical note symbol will not appear unless you have enhanced sound capabilities installed in your PC, either in the form of Tandy sound, or an AdLib/SoundBlaster or compatible card.

F4: This button will take you to another menu which will allow you to decide which control device you would like to use. *Lemmings* defaults to mouse control if the program finds a Microsoft™ compatible mouse driver in memory. Otherwise, you will have the option of using either Joystick or Keyboard. (See the section entitled Controlling Your Lemmings for further information)
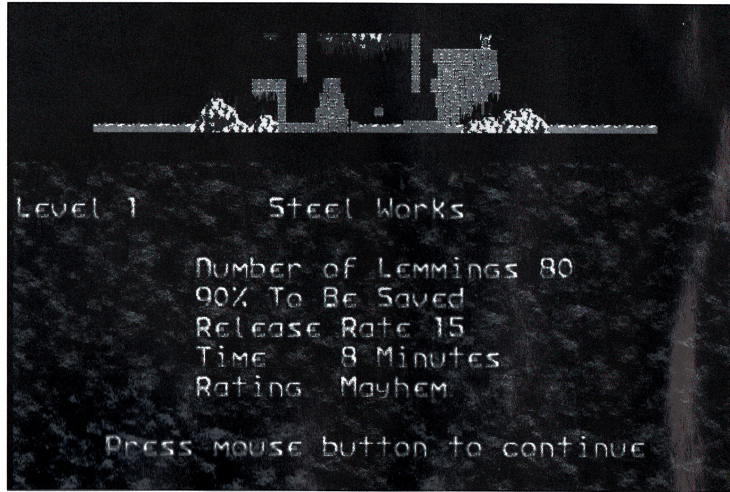
UP AND DOWN ARROWS: These buttons will move you up and down through the different categories of levels. See the section entitled Level Categories for further details.

ESC: Exits back to DOS.

The Objective Screen:

```
Level 1        Steel Works

        Number of Lemmings 80
        90% To Be Saved
        Release Rate 15
        Time      8 Minutes
        Rating    Mayhem

    Press mouse button to continue
```

This screen describes what you and your Lemmings will be facing on the upcoming level. You will see this page every time you and your little friends embark on a new adventure.

MINI-MAP: This is basically a miniaturized version of the level, so you can get an idea of what you will be facing.

LEVEL NUMBER: Where this level ranks in the category.

LEVEL TITLE: Just the name of the level. Read carefully, though, because sometimes there's a hint hidden in the name!

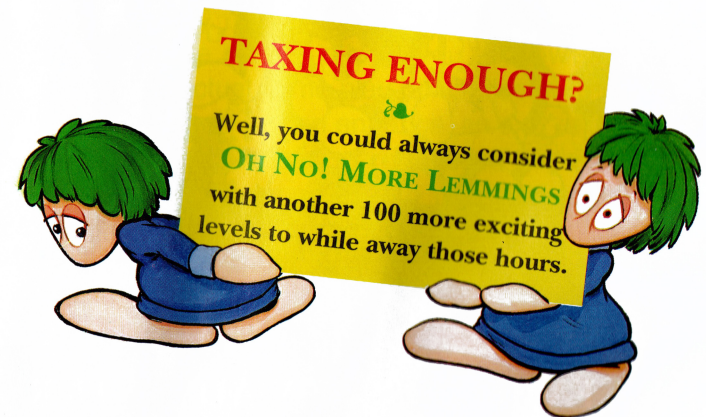**NUMBER OF LEMMINGS:** The number of lemmings that will come tumbling out of the hatch for you to save.

NUMBER TO BE SAVED: The number of lemmings that must make it (alive!) to the exit for you to win admission to the next, more challenging adventure! Please note: This number is expressed as a percentage of the total number of lemmings available.

RELEASE RATE: The rate at which the lemmings will come tumbling out of the hatch. A release rate of 1 will have them coming out at the leisurely rate of one every few seconds, while a release rate of 99 ensures a veritable flood of lemmings pouring out of the hatch!

TIME: How much time you've got available to complete the level.

RATING: The category the level is in.

TAXING ENOUGH?

Well, you could always consider OH NO! MORE LEMMINGS with another 100 more exciting levels to while away those hours.

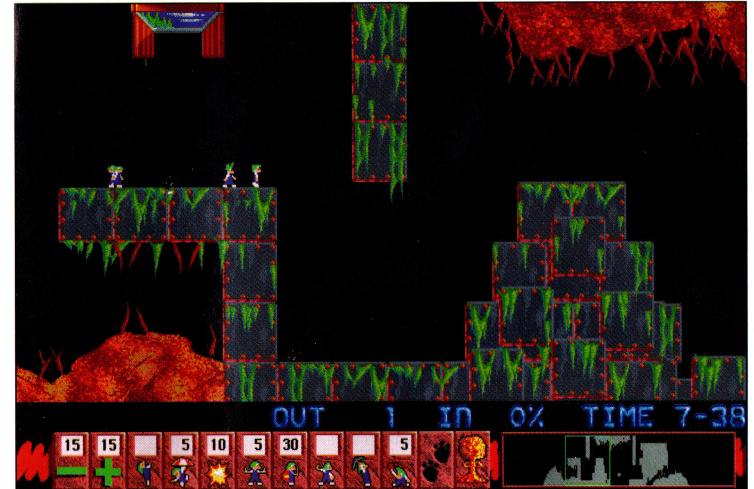At this point, there's nothing to do but click your mouse and continue!

The Lemmings Game Screen:

Macintosh Screen Shown

THE VIEWSCREEN:

This part of the screen allows you to view the level, where all of the actual game play takes place. In this part of the screen you will see an entrance, an exit, and several solid objects. The entrances are wooden trapdoors from which the lemmings emerge onto the level. The exits come in a few different designs, but each resembles an archway through which the lemmings disappear. A given level may have multiple entrances and exits.

In between these two the lemmings can pass (or be stopped by) a number of different objects. Most of these objects are just ground in its various forms (dirt, rock, brick, pastel tile), but others have special properties. Ground with arrows pointing in one direction can only be dug through (bashing or mining) in that direction. Most steel cannot be dug through at all. In addition, some levels

19

have traps which the lemmings must bypass.

Each level is more than one computer screen wide. It is necessary to scroll in both directions to see the entire level. To do this, simply push your mouse against the right or left edge of the viewscreen. To scroll more quickly, hold down the right mouse button (or, the Option key on the Macintosh) as you push against the edge.

THE STATUS LINE:

This line, between the level and the icons, gives you information about the current status of your game. On the far left is a word and a number. The number tells you how many lemming(s) are under your pointer; and the word tells you what the lemming(s) are doing. For instance, there are 6 Lemmings in one spot, and one is digging, you will see "Digger 6", even though only one lemming is currently digging. This section will appear only when your

pointer covers at least one lemming. Towards the center of the status line you can see "**Out**" and a number, and then "**In**" and a number with a "**%**" after it. These numbers tell you how many lemmings are currently on the level, and what percentage of lemmings has already passed through the exit. Every lemming who enters the level increases the "**Out**" category by one; every lemming who falls off the screen, explodes, etc. decreases the "**Out**" category by one.

Every lemming who passes through the exit decreases the "**Out**" category by one and increases the "**In**" category based on how many lemmings originally started this level (e.g., if the level had 20 lemmings initially, then each lemming who passed through the exit would increase the "**Out**" category by 5%).

The word "**Time**" and a number appear at the far right of the status line. This number, which counts downwards, tells you how much time you have left to finish the level. When time runs out, the level is evaluated on the percentage of lemmings saved—this means you can run out of time, but still finish the level!

THE ICONS:

A series of icons along the bottom of the screen. See "Icon Panel" section for a description of their functions.

THE MICRO-MAP:

In the lower right-hand corner is a miniaturized map of the entire level, in green. Lemmings currently on the level show up as yellow dots. In addition, a large light-colored box marks the portion displayed on the viewscreen. Clicking on the mini-map centers the viewscreen on the region clicked, making it possible to jump from one side of the level to the other without scrolling across the portions in between.

Lemmings Icons:

Icon Panel (bottom of Game Screen)

| 50 | 50 | 2 | 1 | 2 | 20 | 20 | 5 | 5 | 5 | | |
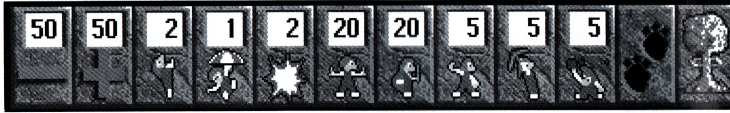
In *Lemmings,* you have no immediate control over the actions of our little green-haired friends. The only thing you can do is promote some of them to the upper echelons of Lemming-dom by giving them various skills and abilities to help themselves (and their friends!) make it safely to the exit. These varying abilities are assigned by selecting icons on the gameplay screen, and assigning them to the Lemming of your choice.

The Icon Panel is your control panel for the game, and your interface into the universe of the Lemmings. The contents of the panel are described below.

DECREASE FLOW OF LEMMINGS ONTO THE LEVEL - This will slow the rate at which the Lemmings come out of the Lemming hatch. Changes will be reflected in the number above the "Increase Icon." **Note:** You cannot slow the Lemming flow down past the original rate (shown by the number at the top of this icon.)

INCREASE FLOW OF LEMMINGS ONTO THE LEVEL - This will cause the Lemmings to come out of the Lemming hatch at an increased rate.

CLIMBER - Climbs walls. This causes a Lemming to break out his super-sticky shoes and gloves so he can scale vertical surfaces. **Note:** A climber will always be a climber until the end of the level. (His super-sticky shoes and gloves get stuck to his little paws).

FLOATER - A brolly (umbrella) ensures a Lemming's safe descent from any height. A Lemming who has been given one of these will employ it at every opportunity, whether or not it's really necessary. **Note:** Once given a brolly, the Lemming will have one until the end of the level.

BOMBER - Activate the chosen lemming's self-destruct mechanism. A five second countdown timer will appear above the unfortunate Lemmings' head, and eventually, the Lemming will explode in a colorful shower of confetti. They really hate when this happens. **Note:** This is one way to remove a blocker.

BLOCKER - This lemming will stand with his arms outstretched to block the passage of his fellow lemmings. These guys are very patient. They'll willingly stand around until the level timer runs out, if you'll let them.

BRIDGE BUILDER - This Lemming will build a bridge. The bridge always goes upwards at the same angle, in the direction in which he was heading when he was converted. Each builder has twelve tiles. When he runs out, he will hesitate for a moment, shrug, and will then become a walker, unless you have him do something else (build again, for instance.) Builders will stop building immediately when they run out of bricks, or when the bridge runs into an obstacle, and also when they hit their heads. Oh, by the way: no, you can't bridge downwards at an angle. **Note:** When a Builder is about to run out of bricks, he will make a clicking noise. Listen carefully!

BASHER - This Lemming will dig horizontally, and will only dig when a suitable surface is directly ahead of him. As soon as he breaks through the wall he's digging in, he'll stop and become a walker again. (He'll also stop if he runs into a substance that he can't dig through...in which case he'll turn around.) **Note:** Lemmings can't dig through everything. The most notable exception is steel, shown on the screen as dull grey rusty plates.

MINER - Immediately causes the Lemming in question to break out a mining pick, and dig diagonally, downward and in the direction in which he was heading. Miners will dig until they run out of diggable material. Usually, they will then fall out of their little tunnel, hopefully onto solid ground underneath. Lemmings can't mine through steel.

DIGGER - Immediately causes the lemming to begin burrowing vertically. If the lemming runs out of material to dig through, he will simply fall through the hole he has created. Lemmings can't dig through steel.

PAWS - Pause. Freezes the action, giving you a chance to think things through, or take a look at the level.

ARMAGEDDON - Blows all the lemmings into "lemming bits." Use this when there is no hope of completing a level. This gives a wonderful pyro-lemming-technic display, and is a great tension reliever. (Double click to activate.)

As you have probably already discovered, you assign a skill to a Lemming by clicking on a particular skill icon, and then clicking on a Lemming with your mouse pointer. The Lemming in question should immediately begin performing the activity which you've assigned to it (ie. he'll immediately start building, etc.) The only exception to this rule is the Climber and Floater skills. A Lemming who has been granted either of these skills will not take advantage of these until they're confronted by a vertical wall, or a cliff. A Lemming who has been made a Climber and a Floater becomes an Athlete, and will be shown as such when you highlight him with your pointer.

IMPORTANT NOTE:

You only have a limited supply of each skill for each level. This is demonstrated by the number above each icon. A blank space immediately above the icon indicates that you have none of these skills left.

The number above the large minus sign (the Lemming-flow decrease icon) is the original Lemming release rate for the level. The number above the large plus sign (the Lemming-flow increase icon) is the current Lemming release rate for the level. You can, of course, adjust the rate at which the Lemmings appear on the level by clicking on the large plus and minus icons; however, you can never decrease it below the original release rate. A release rate of 1 is a very gradual progression of Lemmings, approximately one every two or three seconds. A release rate of 99 is a veritable flood of Lemmings...they just keep coming!

Controlling your Lemmings:

A mouse is the best control device to use with *Lemmings*. Besides, a mouse is much like a Lemming, only it's got more buttons!

To get a Lemming to perform a task, you first highlight the desired skill by clicking on the desired skill on the Icon Panel. Then, you move your crosshair over the desired Lemming. (At this point, the crosshair will turn into a box, framing the Lemming.) Then, a simple mouse click will assign this skill to the targeted Lemming. Be sure you have a skill available to you before you attempt to assign it...otherwise nothing will happen!

Sometimes, the Lemmings will get clumped together so closely that you will not be able to distinguish one from another. As you can imagine, it is very difficult to select a particular Lemming under these circumstances! However, if you hold down the right mouse button while you're assigning a skill, your assignment will only be given to a Lemming who is a Walker (not digging, not building, etc.)
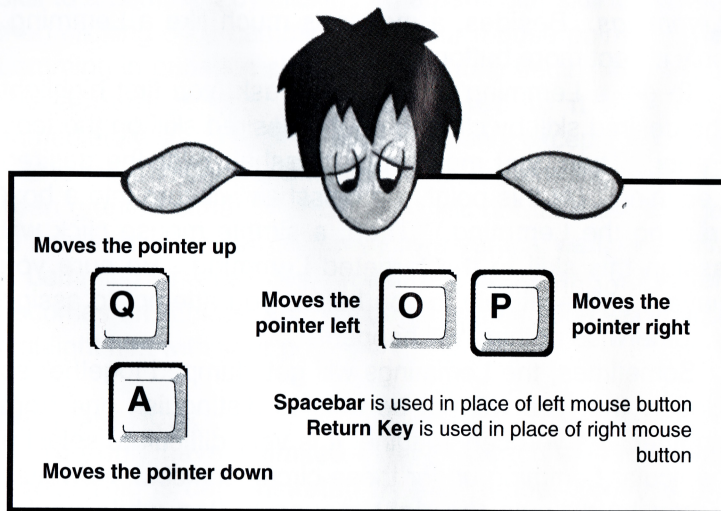
Remember, some play levels are wider than the width of your monitor's screen. Keep an eye on the micro-map in the lower right hand corner of the screen to see how the Lemmings offscreen are doing.

To scroll your window on the Lemmings world back and forth, simply push your mouse pointer against the left or right edges of the game screen, and the screen will scroll appropriately. If you want to get somewhere in a hurry, you can just click on the micro-map to adjust your screen position, or, you can hold down your right mouse button while pressing against the edges of the screen to increase scrolling speed.

CONTROLS:

If you are using the keyboard to play *Lemmings*, move the crosshairs with the following keys:

Moves the pointer up

| Q |

Moves the pointer left | O | P | **Moves the pointer right**

| A |

Moves the pointer down

Spacebar is used in place of left mouse button
Return Key is used in place of right mouse button

The skills on the Icon Panel may always be chosen with the following function keys, regardless of which control device you are using:

F1 - Decrease the rate at which Lemmings appear
F2 - Increase the rate at which Lemmings appear
F3 - Climber
F4 - Floater
F5 - Bomber
F6 - Blocker
F7 - Bridge Builder
F8 - Basher
F9 - Miner
F10 - Digger
F11 or Plus on numeric keypad - Pause the game
F12 or Delete - Nuke all the Lemmings
ESC - Escapes from the current level

See the section titled "Lemmings Icons" for further information on the icons.

Level Completion Screen:

This screen comes up when you're done with a level, one way or another! At this point, the computer tallies up all the lemmings that you were entrusted with, whether they are alive, in lemming heaven, squished flat, or whatever. Then, the computer determines whether or not your performance as the Lemmings saviour was good enough to allow you to go onto the next level, and gives you an encouraging message.

Level Passwords:

If your performance was good enough to continue onto the next level, you will be given a level password. These passwords are always made up of letters, and always exactly 10 letters long. Keep track of these, as they allow you to skip directly back to the level where you left off, without having to repeat all of the levels which you have already mastered. These are used when you select New Level from the Main Menu. After you type in your password, you will be returned to the main menu. At this point, start the game by selecting the appropriate icon, and you will begin where you left off.

The passwords for *Lemmings* may vary from game session to game session, however they always work to get you back to the point where you left off.

REMEMBER: After completing a level, you will be given an access password to the next level, (i.e. Once you finish level 1 of a category, you will be given the access password to level 2.) Also, once you complete Level 30 of a category, the next level you will play is Level 1 of the next category up. (For instance, if you finish Level 30 of Fun, the next level which comes up is Level 1 of Tricky.)

Hint Book Now Available

Hints and Tips:

1. If your solution seems too complex, look for a simpler one (except in the higher levels, where the solution is more difficult than it seems, and possibly even more so.)

2. One way to keep lemmings from roaming around (aside from the obvious two-blocker method) is to dig a hole deep enough to trap them, and then making the digger build so he doesn't dig himself off the screen.

3. An obstacle with arrows on it may only be dug through in the direction in which the arrows point. For instance, if a mountain's got arrows going from left to right on it, a basher Lemming can only dig through from the left side to the right side. He won't be able to go in the other direction.

4. You can 'stretch' a bridge by waiting for the builder to take a step or two before having him build again.

5. Most of the time, you only need to focus your attention on one Lemming at a time. Of course, that doesn't mean that multitasking isn't always useful...

6. There is no tip number 6!

7. When you are first faced with the gameplay screen, pause the game and look over the entire level, planning your strategy before starting to play.

8. Lemmings are incredible contortionists, and can squeeze through the most minuscule gaps. This can be useful, but it's more likely to be extremely annoying.

9. When lemmings with different skills interact, strange

and wonderful things can happen. Experiment! You never know what may happen...

10. With the exception of the blocker, a lemming performing a skill can be made to perform another. This is also an extremely useful fact.

11. If the timing is tight on a certain level, try using the keyboard to select the icons and the mouse to choose a Lemming at the same time.

12. Remember, the difference between a Lemming going splat! and a Lemming walking away from a fall can be a single pixel!

13. If you can't blow up your blocker, you can always try going 'around' him...Heh, heh, heh...

14. Make sure you have plenty of refreshments and munchies on hand...extended play can make you very hungry and thirsty!

15. Try not to play *Lemmings* for more than 20 hours at a sitting. Your eyes may begin to bug out slightly.

16. If you are REALLY stuck on a level, completely and totally, help is available! **The Lemmings Companion**, the authoritative reference manual on *Lemmings* is available at your favorite bookstore or computer software store!

Troubleshooting:

The following describes the most common problems experienced by *Lemmings* owners. Please consult this list before contacting our technical support department.

MS-DOS Compatibles:

IF *LEMMINGS* WON'T RECOGNIZE YOUR MOUSE:
Make sure that you're loading your mouse driver before starting *Lemmings*. Otherwise, you may have a mouse driver which is incompatible with *Lemmings*. Consult the Installation Instructions and your mouse documentation for further details. You may need an updated mouse driver from your mouse manufacturer.

IF *LEMMINGS* JUST DROPS YOU BACK OUT TO DOS AFTER YOU RUN IT, WITH THE MESSAGE "DISK 1 NOT FOUND":
The *Lemmings* program is keydisk protected. From time to time, it will ask to access your original disk 1 for verification.

IF *LEMMINGS* JUST DROPS YOU BACK OUT TO DOS AFTER YOU RUN IT, WITH THE MESSAGE "INSUFFICIENT MEMORY":
Lemmings requires 490 K of free conventional DOS memory to run (580K for full sound and music support). If you do not have enough conventional memory available, you will receive the above message. Under these conditions, create a DOS boot disk which loads no device drivers or TSRs (besides your mouse driver) which will boot your computer with the maximum amount of memory free.

Consult your DOS manual for further details.

IF YOUR SOUND CARD DOES NOT PLAY MUSIC:

You probably need more free conventional memory. See paragraph regarding "Insufficient Free Memory".

IF THE GAME LOADS FINE, BUT STARTS UP AND ONE LEMMING FREEZES AS SOON AS IT COMES OUT OF THE TRAP DOOR:

Start the game with **"LEMMINGS -t"** to disable the Tandy sound autodetection routine. See installation instructions for further details.

IF THE GAME FREEZES ON THE MACHINE SELECTION SCREEN:

Start the program with the following command: **"LEMMINGS -n"**. See installation instructions for further details

IF THE GAME EXHIBITS ODD BEHAVIOR OF ANY SORT WHILE YOU'RE RUNNING IT ON A COMPAQ OR LEADING EDGE:

Start the game with **"LEMMINGS -t"** to disable the Tandy sound autodetection routine. See installation instructions for further details.

IF THE GAME REFUSES TO ACKNOWLEDGE MOUSE BUTTON PRESSES ON A PS/2:

Lemmings contains a special mode for PS/2 computers to take advantage of its architecture. If you experience problems with the mouse, try running the Lemmings program in the standard "PC Compatible, Tandy" mode.

IF THE ICON PANEL DOES NOT APPEAR WHILE UNDER WINDOWS.

Lemmings will usually run as a full-screen DOS Application under Windows 3.0, but under Windows 3.1, the icons will disappear on certain computer configurations. In almost all cases, exiting Windows before running *Lemmings* will resolve the problem.

Contacting Psygnosis Technical Support:

Before contacting Psygnosis Technical Support, please do the following:

Check the obvious (e.g. loose connectors, speakers turned off, etc.).

Have information about your computer readily available (e.g. how much memory you have, which brand is it, what version of DOS you're using, what type of mouse you have, etc.)

Have your game package and accessory materials readily available, especially your manual and program disks.

Call from a phone near your computer, if possible.

Psygnosis, United States Technical Support
(617) 497-7794

Psygnosis, United Kingdom Technical Support
051-707 2333

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Psygnosis Limited

675 Massachusetts Avenue
Cambridge
MA 02139 USA
Customer Support:: (617) 497 7794
Fax: (617) 497 6759

South Harrington Building
Sefton Street
Liverpool, L3 4BQ, United Kingdom
Technical Support: 051-707 2333
Fax: 051-709 6466

If you like Lemmings...

...and who doesn't, why not be the proud owner of both *Lemmings* and *Oh No! More Lemmings* and experience 220 levels of misguided rodent mayhem! In fact, if you order now and mention this **special offer**, we'll include a **special bonus disk with 8 levels** which are not available anywhere else!

Lemmings and ***Oh No! More Lemmings*** are currently available for just about every personal computer and video game platform under the sun. Call NOW to order!

36